NES-YM-USA-1

INSTRUCTION BOOKLET

Ⓣ

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

⚠WARNING⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion,and/or convulsions.

Thank you for purchasing the Yoshi™ Game Pak for your Nintendo Entertainment System.®

Please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet and the warranty safe for future reference.

CONTENTS

HATCH AND MATCH WITH YOSHI! 4
HOW TO PLAY 5
LET'S START PLAYING 8
HOW TO PLAY SOLO (1-PLAYER GAME) 11
HOW TO PLAY AN OPPONENT(2-PLAYER GAME) 15

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject io change without notice.

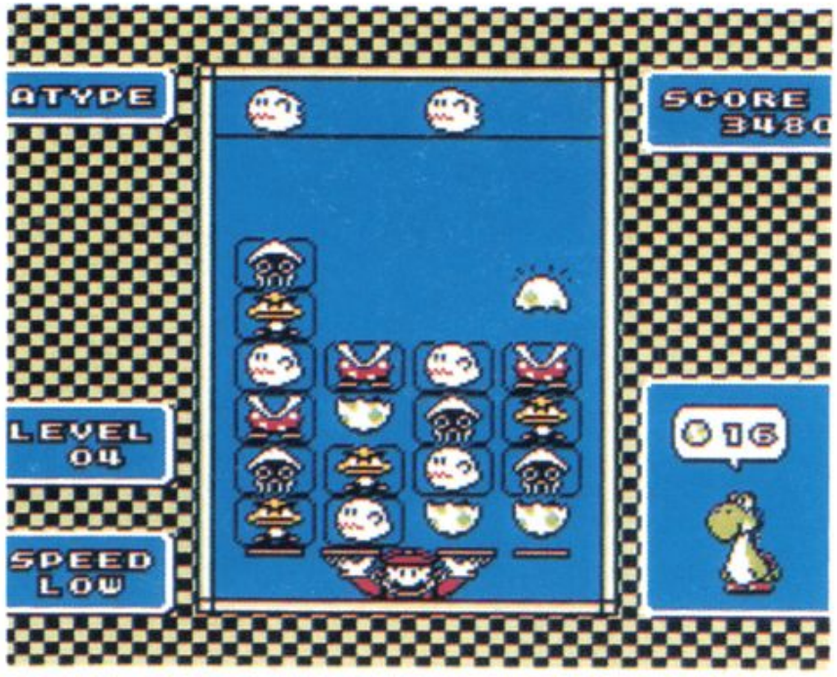
™ and ® are trademarks of Nintendo of America Inc.
©1992 Nintendo of America Inc.

HATCH AND MATCH WITH YOSHI!

Yoshi is an action puzzle game starring Mario's dinosaur buddy Yoshi, andother familiarcharacters like Little Goomba and Bloober. Once again, Mario is going to have to battle away to save Yoshi, who is imprisoned in an egg. Match the egg shells to release Yoshi and score big points!

HOW TO PLAY

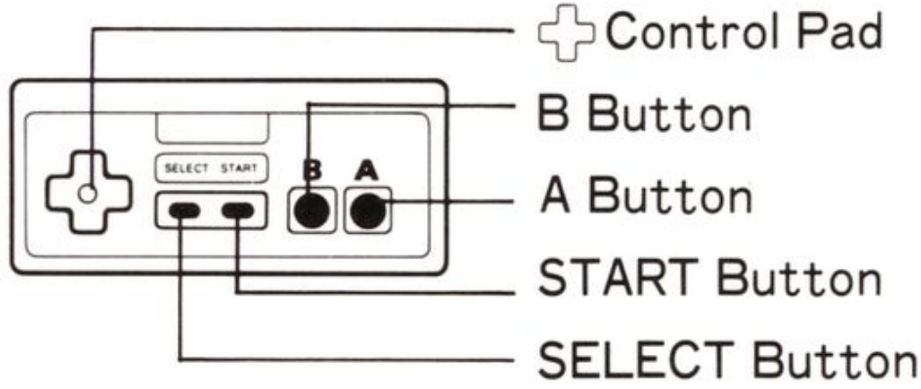
It takes fast finger-work to make Mario shuffle the four trays and catch the rain of characters falling from the top of the screen. There are six different characters, including Little Goomba, Bloober and Boo Buddy. You must match a falling character with another of the same type to make them both disappear. If the characters don't match up, they will start to stack sky high–and you don't want that! If your stacks grow above the top line, the game will be over! Sometimes Yoshi's egg will fall with the other characters. Match up the top and bottom parts of Yoshi's egg and you will form an entire egg and clear away all the characters in between the halves. Yoshi will then hatch out of the egg, giving you bonus points.



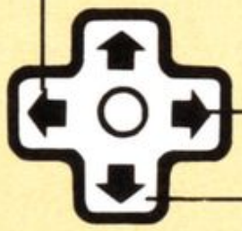
Using the Controller

Use Controller [1] to play a 1-player game.
Use Controllers [1] and [2] to play a 2-player game.

Controller 1 / Controller 2



Control Pad



① Moves Mario to the left.

② Moves Mario to the right.

③ Speeds up the fall of dropping characters.

★When the Menu screen is displayed:
The↑and↓are used to select options.
The←and→are used to select a setting in the different options.

A and B Buttons

These buttons switch the positions of the trays that Mario can move.

SELECT Button

Press this button on the title screen to move the cursor. This button is not used during the game.

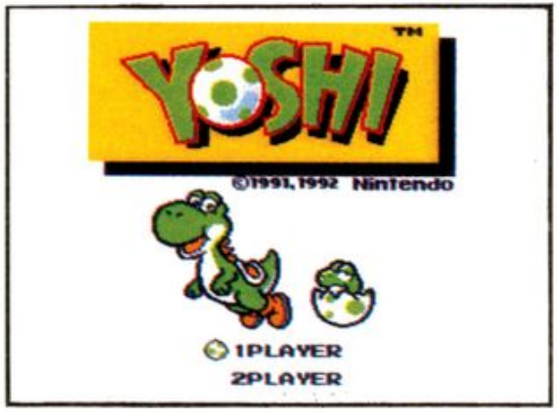
START Button

(1) Press this to start play.
(2) Press this to pause play.
Press this button during the game to pause the action. Press this button again to restart the game from where you left off.

LET'S START PLAYING

Correctly insert the cartridge into the Nintendo Entertainment System®. Turn the power switch of the NES ON to display the Title screen.

Use either the ✣ Control Pad or the SELECT button to select a 1-player or 2-player game. Then press the START button to display the Menu screen.



Menu Screen

1-Player Game

Type of game

Level

Speed

Type of music

GAME: Use this to select the type of game to be played.

A Type: In this game you attempt to score as many points as possible.
B Type: In this game you attempt to clear as many stages as possible.

LEVEL: Use this to select the level of difficulty of the game. The higher the number, the more difficult the game.

A Type: At higher difficulty levels, the characters will fall faster.
B Type: You start out with more characters already piled up at higher difficulty levels.

SPEED: Use this to select the speed at which the characters fall.

L O W: The characters will fall slowly.
H I G H: The characters will fall quickly.

MUSIC: Use this to select the type of background music.

O F F: The music will be turned off.

2-Player Game

When playing a 2-player game, each player will have a separate LEVEL and SPEED menu. This allows you to set your own individual level and speed to give a better player a handicap.

After setting the Menu screen, press the START button to start play.

HOW TO PLAY SOLO

(1-Player Game)

A TYPE

You can play this game until the characters stack up higher than the top line. As your score gets higher and you make more matches, the speed at which the characters fall increases. If you can get a character to land on one of its own kind, both will disappear and you will get 5 points. If you match and hatch Yoshi's egg, you'll get bonus points! Go for a super score!

B TYPE

You start this game with some characters already piled up! Your goal is to clear all characters from your screen to advance to the next stage. With each stage, the number of characters you must clear increases!

GAME SCREEN

The Characters

There are 6 kinds of characters that fall:

Little Goomba

Bloober

Yoshi's egg, upper half

Piranha Plant

Boo Buddy

Yoshi's egg, lower half

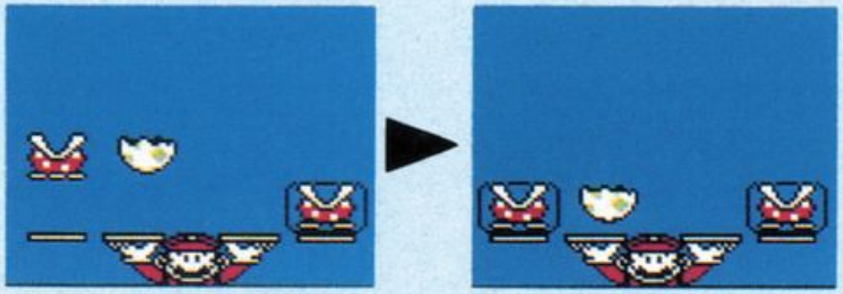
Egg Hatching Hints From Yoshi!

In the A Type game, the game level will increase after 40 characters have fallen. When the game advances to the next level, the falling speed of the characters will slow a little, but then it will gradually speed up again. Make it your aim to move up through the levels. Good luck!

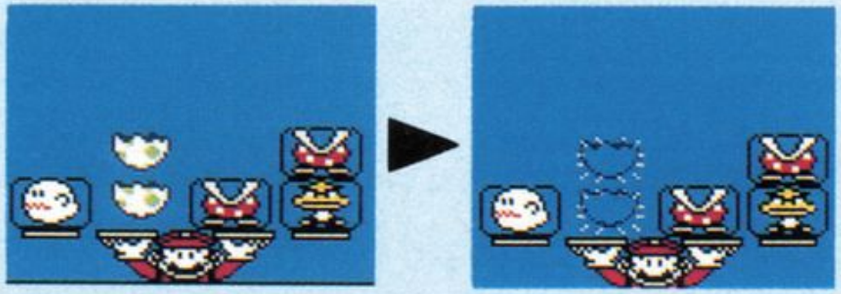
How to Put the Egg Together

Pieces of Yoshi's egg shell are mixed in with the falling characters. If you can line up the upper and lower halves of the egg in the same column, you'll create a whole egg that will then hatch to reveal Yoshi!

If an upper shell half lands on one of Mario's trays, it will disappear.



If a lower shell half lands on one of Mario's trays, it will remain there. You can stack characters on top of it or try to match it to a top half.



If a lower shell lands on top of another lower shell, both pieces will disappear.

If an upper shell half lands on top of a lower shell half, an egg will form and Yoshi will hatch from it!

If you sandwich some characters between an upper shell half and a lower shell half, you will get a bonus depending on how many characters you sandwiched:

Little Yoshi

0 to 1 characters

50 points

Yoshi

2 to 4 characters

100 points

Winged Yoshi

5 to 6 characters

200 points

Star Yoshi

7 characters

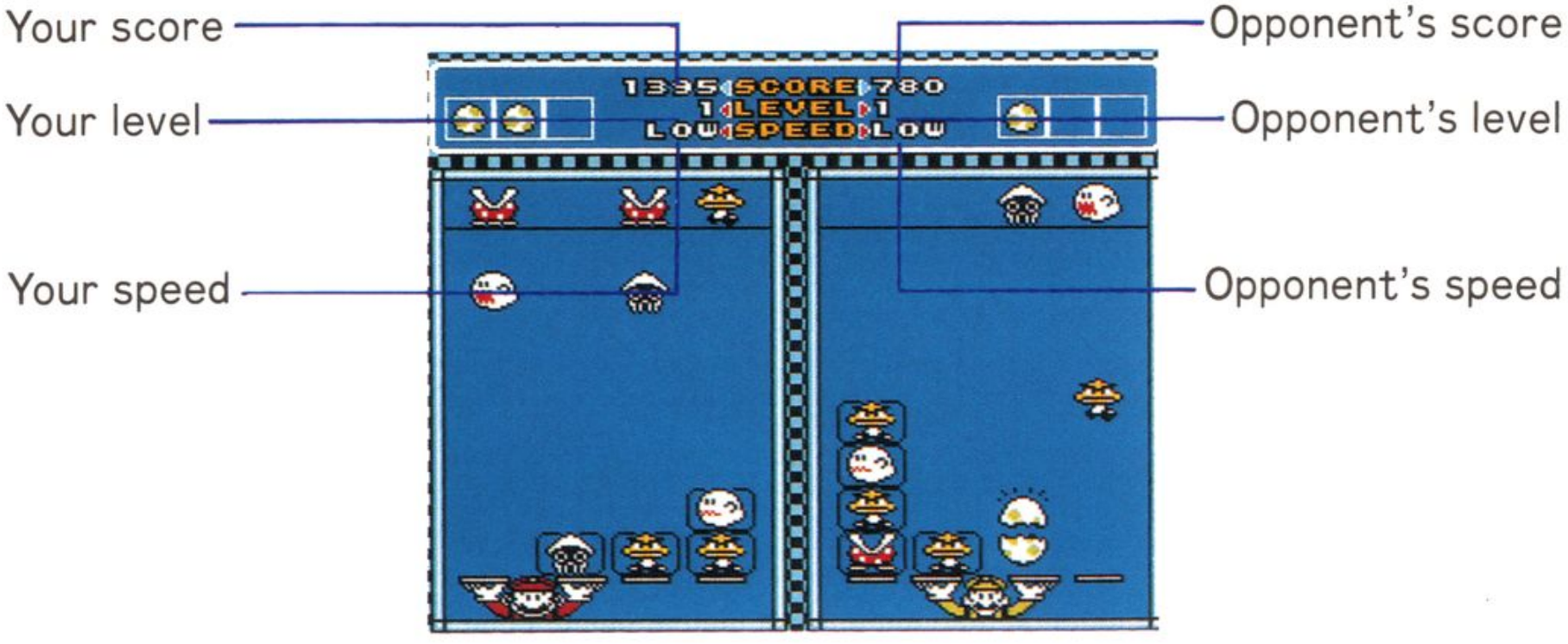
500 points

HOW TO PLAY AN OPPONENT

(2-PLAYER GAME)

Two players start the game at the same time. To win, you need to clear all the characters on your trays before your opponent does. You receive an egg each time you clear your screen. However, if your characters pile up over the top line, you lose and your opponent will get an egg. The first person to receive 3 eggs wins the game.

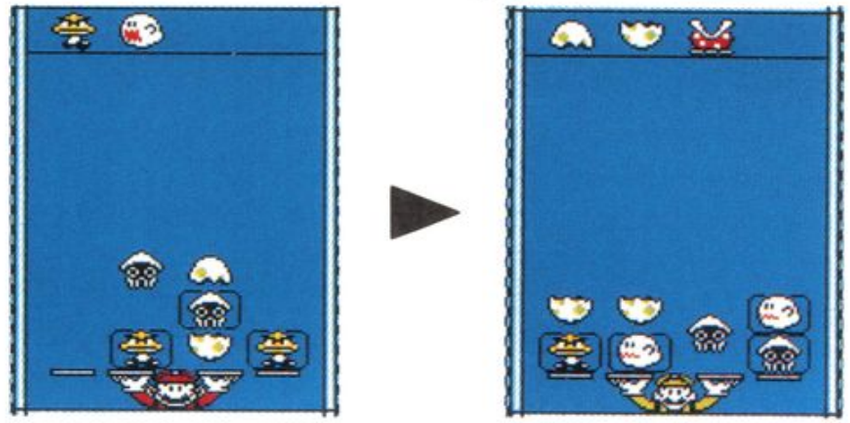
GAME SCREEN



How to Attack in the Challenge Mode

You can send extra characters over to your opponent if you sandwich characters between upper and lower halves of Yoshi's egg. The number of characters you sandwich will fall as extra characters on your opponent's screen.

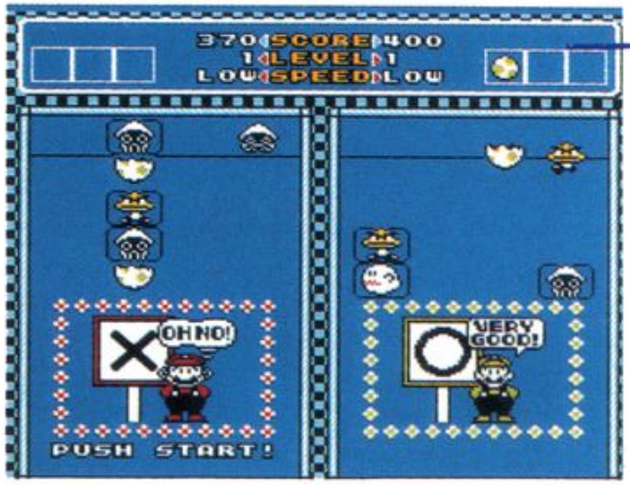
Your screen **Opponent's screen**



The character you sandwiched is sent to your opponent's screen.

The characters increase by one. Three characters begin to fall.

Challenge Result Screen



Victory eggs

The Battle Result screen will be displayed when the game ends.

MEMO

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

*HARDWARE ONLY: TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE®** Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.

   To satisfy the needs of our customers, Nintendo maintains a professional network of **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Centers located in major metropolitan areas and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states/provinces do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary between states/provinces.

NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN